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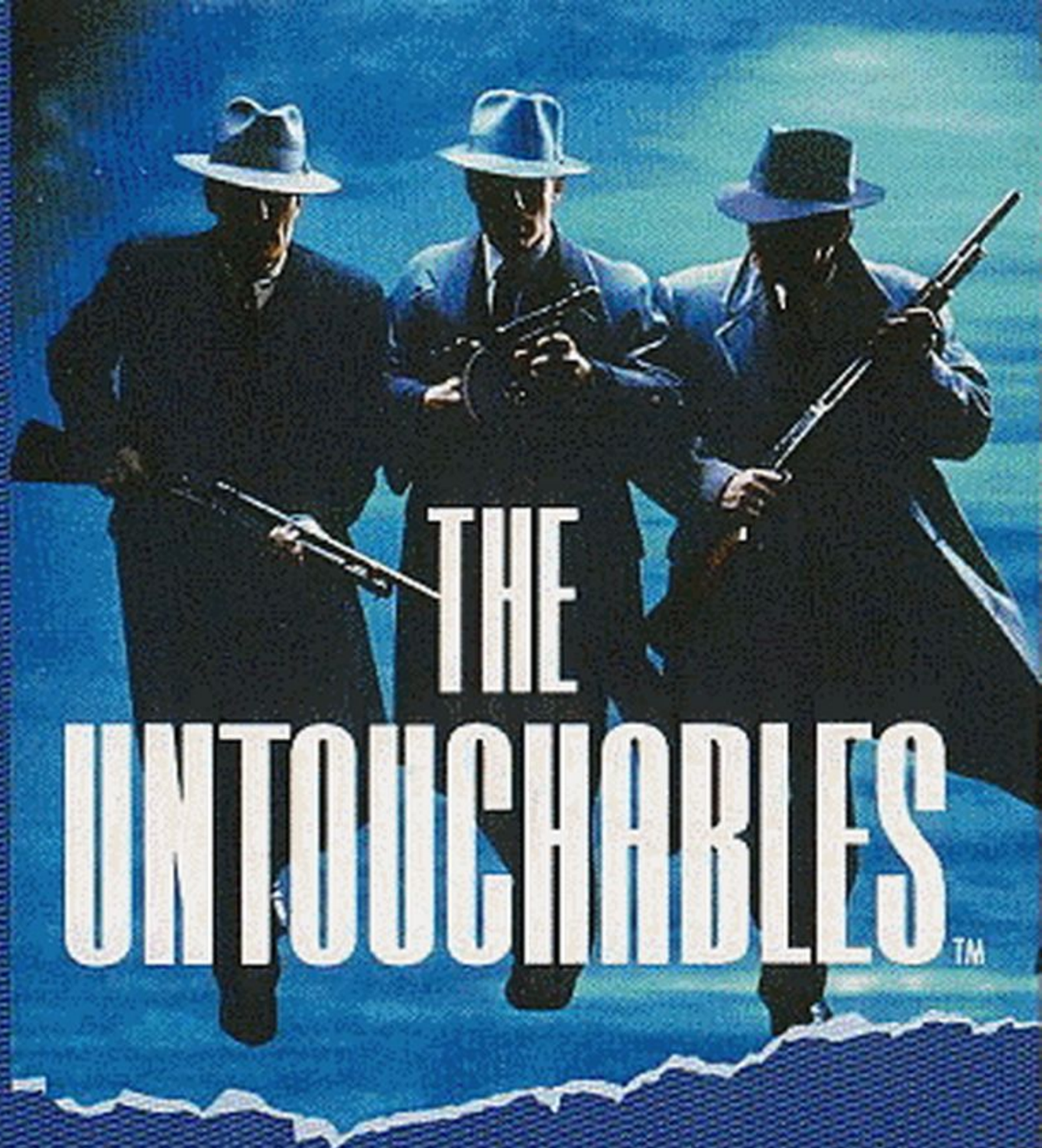

THE UNTOUCHABLES™

INSTRUCTION MANUAL

ocean

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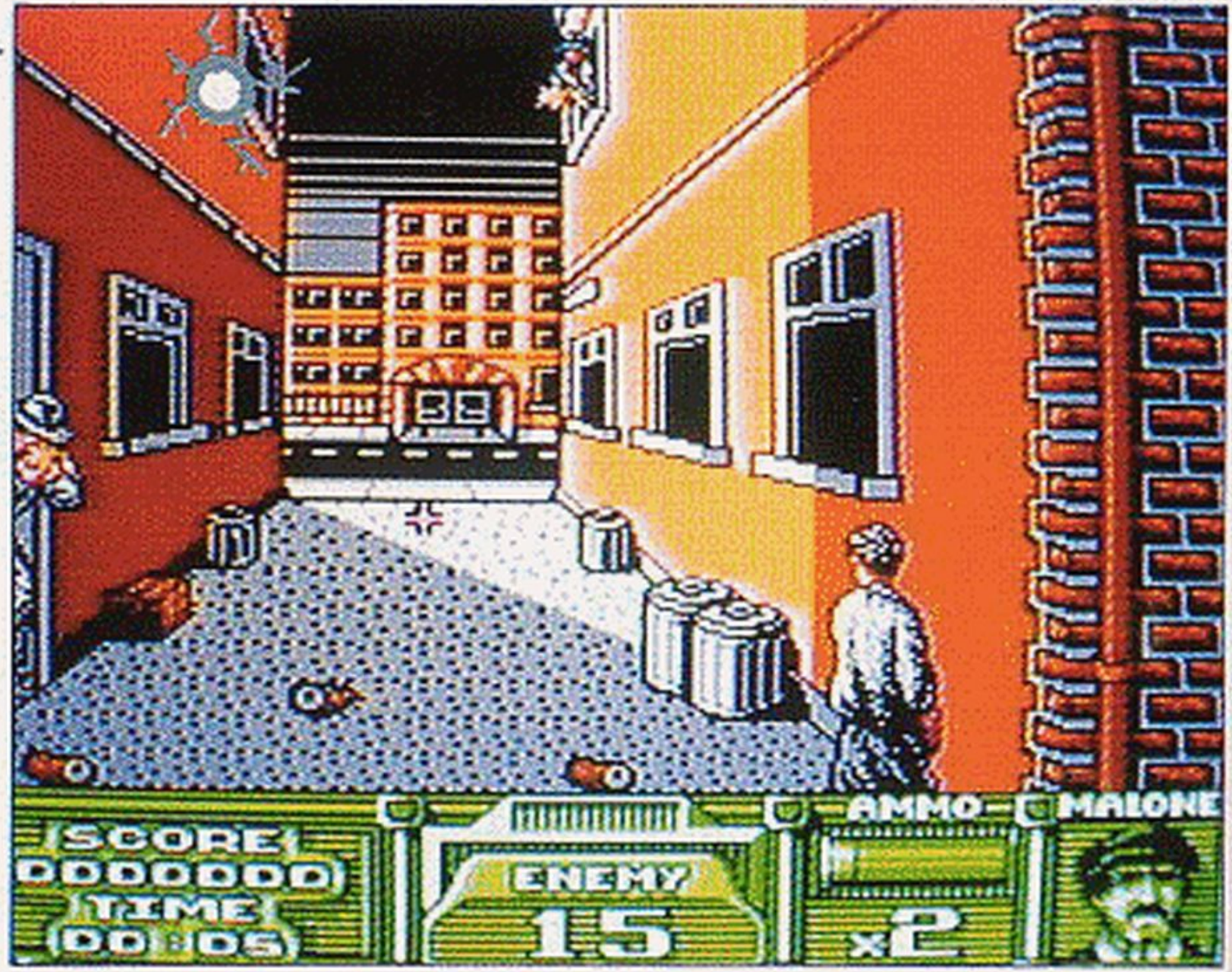

SCORE
0000000
TIME
00:05
ENEMY
15
AMMO-
MALONE
x2

THE UNTOUCHABLES

"Get out of Chicago, Capone, or we'll throw you out!"

That was no idle threat. It's 1930 and Chicago belongs to Al Capone and the Mob. The police department is in the Mob's pocket and Capone owns the Mayor. Total disregard for the law is the order of the day.

But not for long.

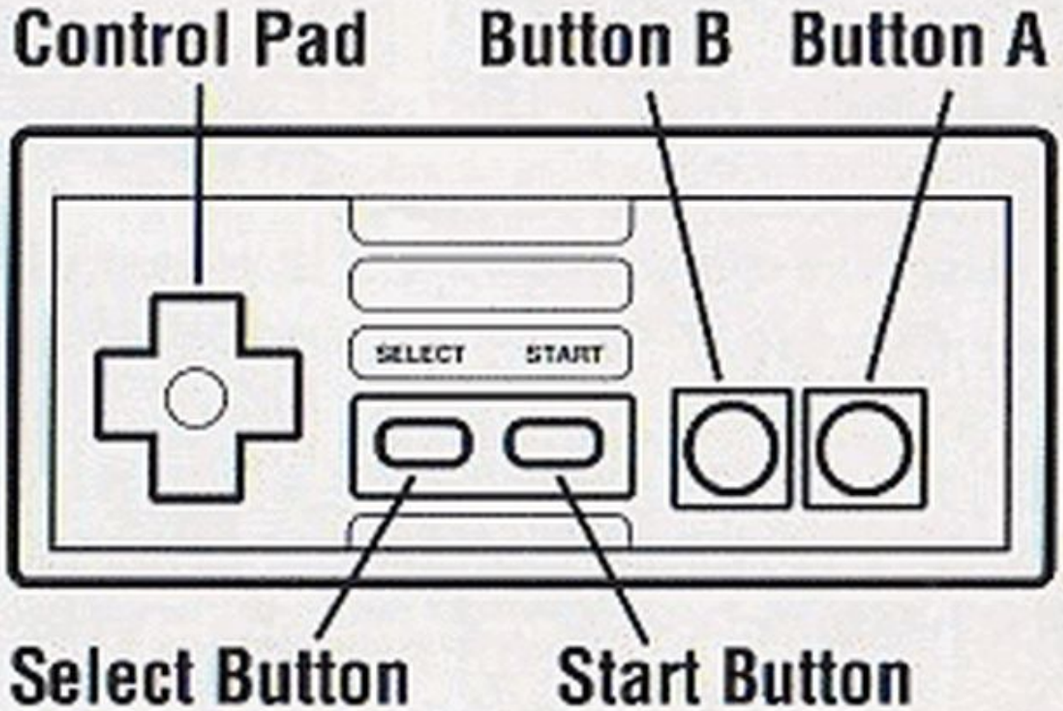
Sickened by the corruption, U.S. Secret Agent Eliot Ness and his elite corps of street-smart crimebusters, The Untouchables, take on the Mob in a no-holds-barred battle to control the streets of Chicago.

As Ness, it is your mission to lead the Untouchables through the streets of Chicago in seven levels of explosive action culminating in a fight to the finish with Capone.

All of Chicago is depending upon your success. You'd better get to work.

GETTING STARTED

Insert The Untouchables game pak and turn on your Nintendo Entertainment System. After a few seconds, press START to begin the game.



CONTROLS

TO BEGIN GAMEPLAY (START Button):
When the Title screen appears, press the START button to begin gameplay. At the beginning of each Section, press the START button to begin playing the Section.

PAUSING THE GAME (START Button):
During gameplay, press START to PAUSE the game. To UNPAUSE, press START again.

MOVING YOUR CHARACTER/CURSOR (Control Pad):
To move your character and/or cursor (depending upon the Section you're playing), use the UP, DOWN, LEFT and RIGHT controls on the Control Pad.

FIRING YOUR WEAPON (A and B Buttons):
In Section 3: The Warehouse Bust, the B Button makes Ness JUMP and the A Button FIRES his weapon. In all other Sections, both the A Button and B Button FIRE his weapon.

SELECTING MUSIC/SOUND EFFECTS (SELECT Button):
If you want music or sound effects, at the Title screen use the SELECT button to make your choice.

SELECTING YOUR CHARACTER (SELECT Button):
In the Border Raid (Section 2: The Bridge) and in the Alleyway Shootout (Section 4: The Alleys), use the SELECT button to switch Untouchables characters to conserve their energy. Choose from NESS, MALONE, STONE and WALLACE.

STATUS DISPLAY

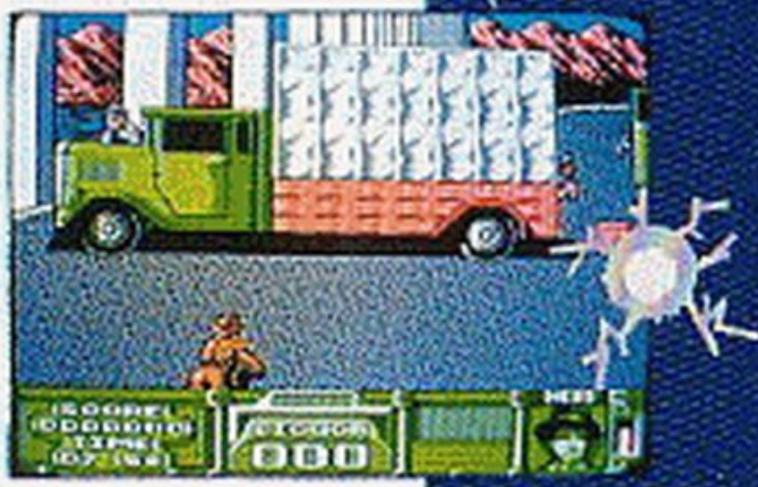
At the bottom of the screen is a STATUS DISPLAY, which shows all necessary information for the current Section. From left to right, these are:

1. **SCORE:** Displays your current cumulative score.
2. **TIME:** Displays time remaining for current level or alley.
3. **OBJECTIVE STATUS:** Displays (if relevant) the current status of your objective for the Section; for example, how much evidence you've picked up (Sections 2 & 3), how many enemies you have left to shoot (Sections 1 & 4), etc.
4. **AMMO:** Displays (if relevant) how many rounds of ammunition you currently hold in your weapon.

   NOTE: In Section 5, AMMO will display the damage status of the baby carriage.
5. **CHARACTER:** Depicts a representation of the particular Untouchable whom you are currently controlling. To the right of CHARACTER, the energy level of your character is shown.

GAMEPLAY

Your Mission: Find Al Capone



Easier said than done, Ness. This mission takes you and the Untouchables to seven different scenes: to the streets of Chicago, a bridge at the Canadian-American border, into a Mob-run warehouse, through Chicago's alleys, to the train station and on the rooftop of the courthouse.

If you lose in any Section, you must start over at the beginning of that Section.

IMPORTANT!

In the Border Raid (Section 2: The Bridge) and the Alleyway Shootout (Section 4: The Alleys), you can change the Untouchable character you're controlling. You must use certain Untouchables for specific Sections, so if an Untouchable is eliminated before his required Section, the game ends.

Playing the game will help you to identify each character's sections.

SECTIONS

Section 1: The Street

You've gotten a tip that enough evidence to put away Capone for good is located in a potentially Mob-controlled warehouse.

Unfortunately, you've also been double-crossed.

The news of the Untouchable's planned raid got leaked to Capone and his boys. The thugs are out in full force looking for you, and they're lying in wait in three alleys leading to the warehouse. But you can't wait—the warehouse will be closing and you must get the evidence. You've planned carefully, but you only have a certain amount of time to get through each alley and you must shoot all the Mobsters to get by.

More bad news—your gun only holds two rounds! Better make every shot count! After you shoot two rounds, duck and cover to reload. Use the Control Pad to aim your gunsight at each thug as they appear at different intervals. Remember, you can use the wall for cover at any time, but watch the clock!

After you've wiped out all the Mobsters from the current alley, you'll progress to the next alley.

Section 2: The Bridge

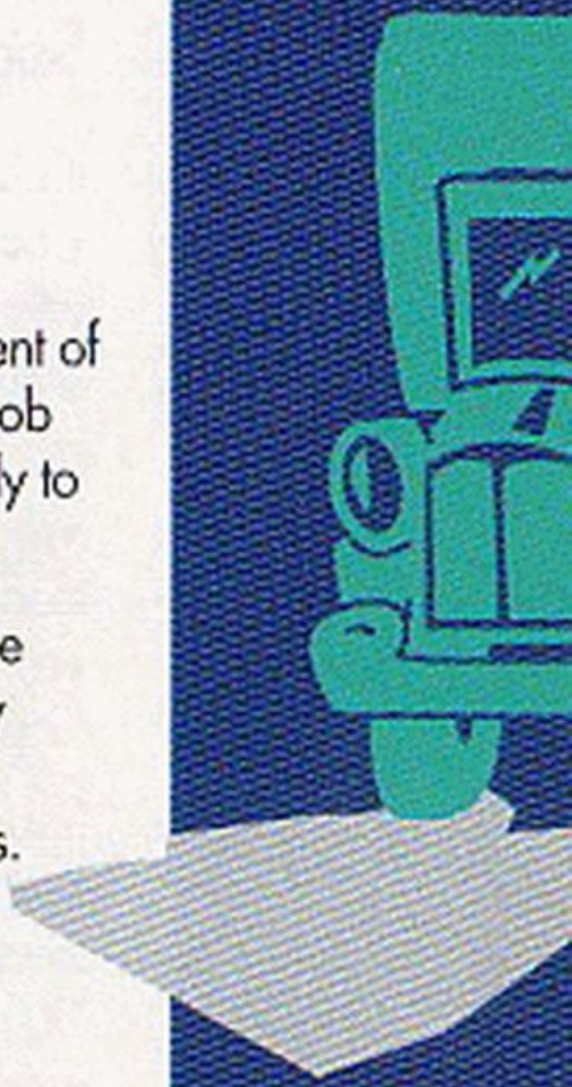
Forget about that tip, Ness! This time, you'll get the evidence to lock up Capone.

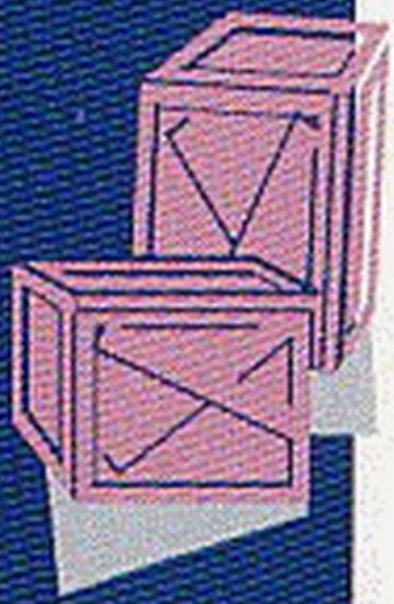
You're off for the Canadian-American border to pick up Capone's shipment of contraband. The convoy of trucks and cars screeches to a halt and the mob boys race for cover. You must lie low to avoid their fire and fire accurately to eliminate as many gangsters as possible, then destroy the contraband.

The contraband is shown as a bottle and you must destroy it to accumulate Evidence Points (shown on the Status Line). When you locate and destroy a bottle, another one will randomly appear on the bridge. This section is complete when you have obtained all of the contraband's Evidence Points.

When your Untouchables character's energy is getting low, press SELECT to change characters. The energy level of the characters not being used will slowly recharge.

NOTE: NESS and STONE must be alive to complete this level.





Section 3: The Warehouse

It's lucky for you, Ness, that the Mobsters didn't catch on. They figured that you wouldn't come back to their warehouse and you didn't need more evidence. Little did they know how much the Untouchables want to put them away! You'll gather up all the evidence you can!

Okay, Ness, in this level, the gray-hatted accountants have the evidence you need to get Capone. Move right and left and jump up and down on the crates to locate Capone's bookkeepers. Shoot them and they'll drop the ledger pages you need to get more Evidence Points. Sounds easy? Well, with plenty of Capone's henchmen around, it won't be a walk in the park, that's for sure.

Shoot carefully—you've only got ten rounds in your pistol—but when you shoot certain Mobsters, they might leave behind a violin case marked "A." It's a full magazine of ammo, so pick it up. If he leaves behind a violin case marked "R," you'll pick up an unlimited number of rapid-fire shots which you must use within a few seconds. If you run out of ammo and there is none to pick up, you will usually find some to the far left or the far right of the warehouse. Remember to walk over the violin cases and ledger pages to pick them up.Check the Status Panel to see how much more evidence you need to finish this Section.

NOTE: Some of the crates that are stacked directly on top of each other are impossible to jump on.

Section 4: The Alleys

You've heard that Capone's chief accountant is catching a train out of Chicago at noon. On the way to the train station Capone's men wait for you in the alley short-cuts you planned to take. This time, you've got eight alleys to get through—and there's an awful surprise waiting for you in the eighth!

Time's short and you must reach the station before noon in order to obtain the evidence. In each alley, your time to shoot the thugs and get out of the alley is limited.

Once again, your gun only holds two rounds and you can't afford to miss. After you fire your shots, duck and cover to reload. Use the Control Pad to aim your gun at the thugs who appear at different intervals. You can use the wall for cover at any time, but watch the clock!

If your Untouchables character is injured, you can SELECT another character by going behind the wall and reloading. While he's not being used, his energy will slowly recharge.

After you have eliminated all of the thugs, you will go to the next alley.

NOTE: NESS and STONE must be alive to complete this level.

Section 5: The Train Station

"Sir, can you help me with my baby carriage?"

At the train station, you help a woman push her baby's carriage up the steps of the station. Before you get to the top, Capone's accountant arrives with armed bodyguards who immediately open fire.

Watch out for the baby! You must get the baby—and his carriage—safely to the bottom for the steps by avoiding Mob fire and any obstructions. If the baby carriage is hit too many times or hits an obstacle and flips over, you will fail this Section.

To guide the baby carriage left, position yourself to its right and push left. To guide the carriage right, position yourself to its left and push right.

Shoot all the thugs in this level, but watch out for innocent bystanders (dressed in white)! If any innocent bystander is shot, Ness suffers a major energy reduction.

After you have guided the baby carriage to safety at the bottom of the steps, this Section is done.

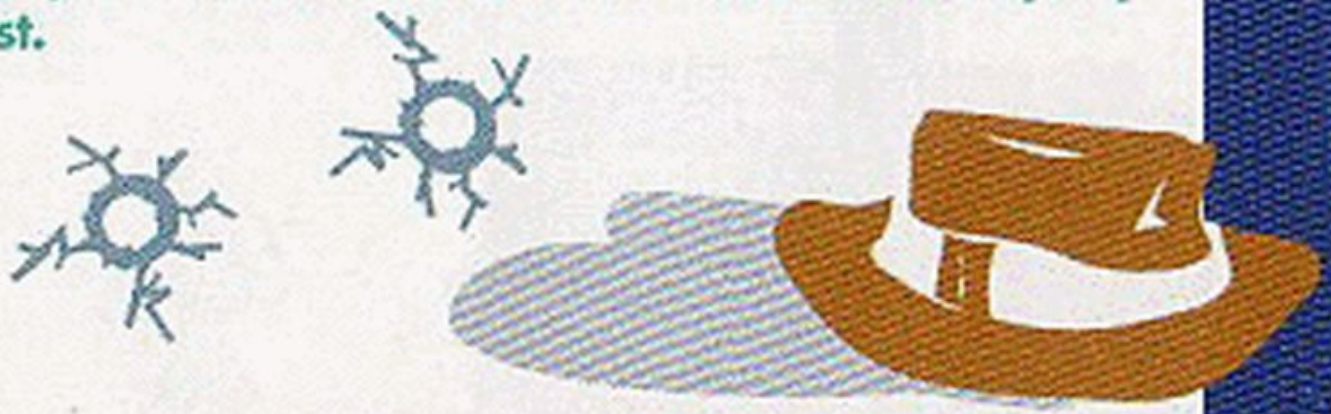
Section 6: The Hostage

Hopefully, you can remain calm under pressure, Ness.

By the way, you missed one of Capone's boys. He's taken the accountant hostage and he's threatening to shoot if you don't throw down your weapon.

You control crack-shot Stone in this Section and you must stop the gunman with one shot. Your target is the gunman's hat since if you shoot him anywhere else, you risk hitting the accountant. If you hit his hat, the gunman will faint and the accountant will be safe. If you shoot the gunman, he will still have the strength to carry out his threat.

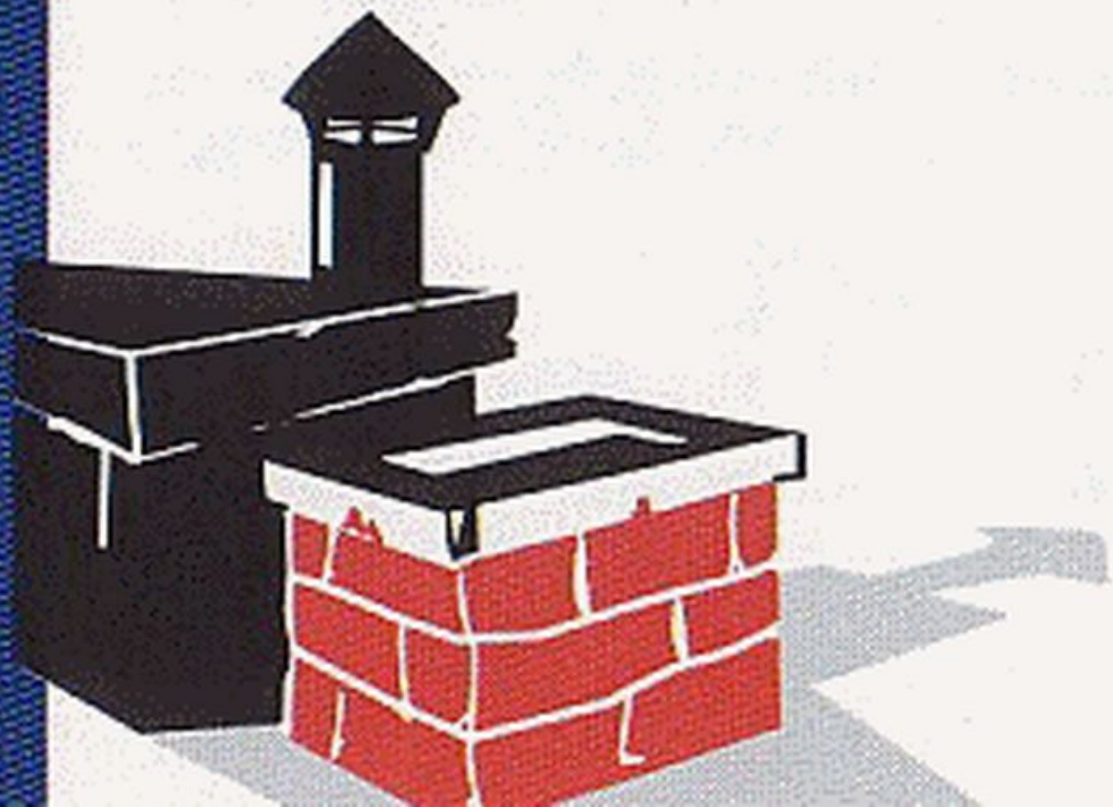
NOTE: If you fail this section, you get sent back to the beginning of the Train Station section. If you don't want to take the risk immediately, try the Practice Option first.



Section 7: The Rooftop

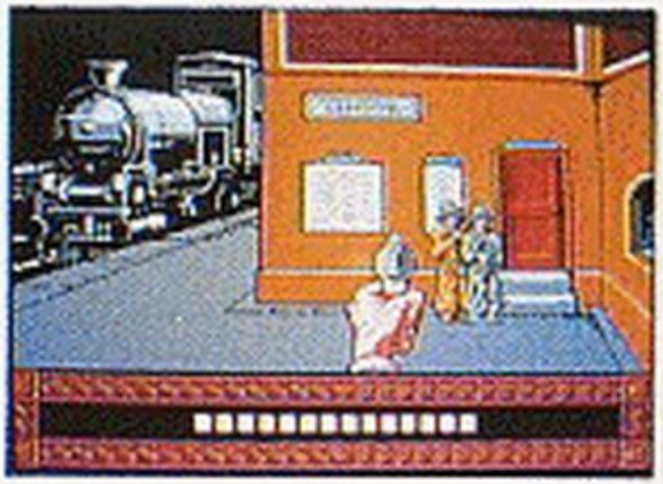
All of the evidence is collected and Capone is in court for his trial. But you're not safe, Ness. Capone's head hitman Frank Nitty is still at large. You must chase him across the court rooftop and avenge Untouchable Mike Malone's demise. This final shootout, if successful, will mark the end of Capone's Chicago dynasty.

Like the Alley Section, you are armed with a six-shot pistol. However, you must move back behind the wall and press the FIRE button six times to completely reload your weapon.



PLAYING TIPS

- In Sections 2 & 4, it is a good idea to keep switching the Untouchables. Remember when not in use, a character's energy level slowly recharges.
- In Section 3, the accountant will try to stay as far away from you as possible. Once you stop him, stay close! If he is above you, you may see his gray shoes running across the top of the screen.
- Keep practicing the Hostage Section —you only have one shot!
- Familiarize yourself with the layout of the Train Station—the baby carriage is easily damaged.



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